

# Fallout 3

## OPERATION ANCHORAGE WALKTHROUGH (PDF)

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## Walkthrough

After downloading the DLC, wait for a few seconds or minutes until the game prompts you of a distress signal. A new marker will appear in your map so head there. Enter the door beside a collapsed metro station entrance.

### Aiding the Outcasts

- ◆ Investigate the Outcast radio signal
- ◆ Find and enter the outcast base

Once you entered Bailey's Crossroads, follow the tunnels until you reach the exit. You may find some Outcasts fighting some super mutants by the exit. Help them clear the area and follow them as they make their run to the base. The base is located beneath the construction site. Go down the ramp and talk to Defender Morill. Take the lift down.

- ◆ Speak with the Outcast leader
- ◆ Follow Sibley to the Simulation Room

Once inside, follow Sibley as he leads you to Defender Mcgraw. After speaking to him, follow Sibley again to the Simulation Room. Talk to Olin and you'll receive the Neural Interface Suit.

- ◆ Put on the Neural Interface Suit
- ◆ Enter the Simulation Pod

Equip the Neural Interface Suit and examine the pod to sit. Wait as the simulation starts. This quest will be completed as well.

### The Guns of Anchorage

- ◆ Infiltrate the Chinese Artillery Site

Since this is a simulation, you won't be able to carry anything with you, except your perks, skills, HP and AP. As

for the equipment, you'll need to rely on everything that will be available in-game. Simulated enemies will disappear upon death, making it impossible for you to loot their bodies. You can recover HP and ammo using the dispensers scattered in several locations. You'll start the simulation with only a pistol and a trench knife. Defeat the enemies stealthily or openly engaging them. You can get a sniper rifle after crossing the first bridge. The following room has an ammo dispenser so you can snipe out the guards then return to the dispensers to recover ammo. The path is linear so you won't be lost. Just continue along the path until you reach the Cave Outpost.

#### ◆ **Rendezvous with Sergeant Montgomery**

Kill the first two guards and look for a small crevice in the cave's open area. Obtain a Gauss Rifle there, recover your HP and ammo if needed. Follow the path until you reach an enclosed room where Montgomery kills the lone guard guard. Approach him to proceed with your next objective. He'll be joining you as well.

#### ◆ **Destroy all artillery guns**

There are three artillery guns and getting to them will be quite tedious. As you exit t, cross the gigantic pipe to reach the room across the chasm. Lockpick the (Very Easy) door and grab the first Intel Case inside. There are 10 cases to collect which will earn you the Covert Ops perk after collecting all of them.

Return to the cliff and fight your way until you reach the last bridge. You should see the door immediately across it. The second intel case is located inside. Get inside the corridor to find a door and a hanging bridge straight ahead. The door will lead you to a cavern where you can avoid too much enemy fire while the hanging bridge will force you to charge in up front. Whatever approach you choose, clear the bunkers, use the health dispenser in the upper bunker and enter the building.

Once inside, take the stairs up and look for another locked room that contains the third intel case. Continue ahead until you reach a terminal and an ammo dispenser nearby. The locked door beside the terminal contains the fourth intel case. That's the last intel case in this area so fight your way through the entire base at your own pace. Beware of the Crimson Dragoons in the last ammo storage room since they'll just appear from nowhere and will attack you with melee weapons. Remember that you can't shoot them while invisible so wait for them to appear then target their heads in VATS. Use the catwalks to reach the exit. Resupply and recover your HP using the dispensers right before the door and exit.

Once outside, the thundering power of the artillery guns should be pretty obvious. Clear the enemies and examine the glowing red part at the back of the artillery gun to plant the explosives. Take cover behind the bunker and wait for it to explode. After exploding, do the same thing to the other guns to complete this quest.

## **Paving the Way**

- ◆ **Listen to General Chase's briefing**
- ◆ **Speak with Lt. Morgan**
- ◆ **(Optional) Speak with Sgt. Montgomery to command your strike team**

Stand in front of the general for him to start his briefing. After the briefing, talk to Lt. Morgan. You get to decide what your strike team will consist of and what weapon loadout will you deploy with.. Each member has a corresponding marker cost. Since you'll be given 5 markers only, you must decide what type of members will you bring along. You can bring a robot at a cost of 4 markers or an ordinary infantryman at a cost of 1. Examine both terminals on the table to designate your strike team members and your weapon loadout. Exit the tent and talk to the Quartermaster to get your weapons. You can choose between the two targets: the Listening Post or the Chimera Depot. Talk to Montgomery and order him to bring your team to the location of your choice.

#### ◆ **Secure the Listening Post**

Continue to the east till you reach the trainyard. Your team will be greeted by snipers and a missile soldier so work with them to break through. Examine the building behind the missile soldier to find some supplies in the crates and the fifth intel case in the corner. Fight your way through several enemy positions until you reach the Listening Post. Once inside, look for the sixth intel case behind the stairs in one of the rooms. Clear out all the

enemies inside the clear the objective and be transported back to base.

- ◆ **Destroy 2 fuel tanks in the Chimera Depot**

Once ready, continue to the west. Clear out the Chinese Forward Camp Delta. The seventh intel case is located inside one of the tents in front of the watchtowers. As you make your way to the open field, spider mines will approach you so shoot them before they detonate on you. Make your way to the depot compound and get inside the room near the gates to find the eighth intel case, beside the ham radio. There are two chimera tanks roaming near the fuel tanks so if you're gonna take them out single-handedly, you'll need to rely on frag grenades and mines. Examine the valves of the fuel tanks to rig them with explosives. Get away from the tanks to avoid getting caught up in the explosion. Do the same thing for the other tank and you're good to go.

## **Operation: Anchorage!**

- ◆ **Disable the pulse field**
- ◆ **Enter the Chinese compound**

Prepare your team and make your way through the trenches up north. Follow the trenches and as soon as chinese soldiers start to appear, look for a small room with a captured american soldier and a health dispense. The ninth intel case is located here as well. Fight your way through the trenches and seek out supply points to recover ammo and HP whenever needed. As soon as you reach the final stages of the area, your heavily armored allies will join in, making your advance a bit easier. Upon reaching the pulse field, clear the bunker and continue to the control room in the other side. The last intel case is located inside, as well as the switch needed to deactivate the pulse field.

- ◆ **Kill General Jingwei**
- ◆ **Report to General Chase for debriefing**

The gates to the compound will be opened after the pulse field is disabled. Enter the gates to witness the execution of an unfortunate soldier and facing the enemy general himself, General Jingwei. You can force him to commit suicide by winning a speech challenge; otherwise, you'll need to fight him. You'll need to take this fight seriously since you don't have any stimpaks with you. You can drop mines as you lure him away but take note that any ally that gets hit accidentally will become hostile. Also, as tempting as it may be, don't mind the infinite number of enemy soldiers coming out of the building. They may give you indefinite amount of experience but staying alive while there's an angry general behind you won't be that easy. After killing the enemy general, Chase will appear and tell you that the simulation is over.

- ◆ **Exit the Simulator**
- ◆ **Access the VSS Armory**
- ◆ **Enter the VSS Armory and take whatever you need**

Exit the pod, equip your original gear and reassign your hotkeys. Head to the armory, examine the terminal to unlock the door. Here you can grab the gear and weapons you saw in the simulation, including the very rare Gauss Rifle and the Winterized T-51b Power Armor and Helmet. Quest completes.

